generalized chess game

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Wikipedia
https://en.wikipedia.org › wiki

Generalized game

· Traduire cette page

In computational complexity theory, a generalized game is **a game or puzzle that has been generalized** so that it can be played on a board or grid of any size.

Steemit
https://steemit.com › chess › gene...

Generalized Chess is PSPACE-Complete

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Generalized Geography (GG) is a **two player game** in which the players, called White and Black, move alternately, subject to the following conditions: Board.

Computer Science Stack Exchange
https://cs.stackexchange.com › w...

What complexity class would this version of generalized ...

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2 juin 2016 — By now I understand that **generalized chess is harder than NP**, and is EXPTIME-complete for the decision problem "Given an nxn board with a given ...

How are **games** like **chess** provably harder than NP? 2 réponses 3 juin 2016
An intuitive explanation of "provably complex ... 2 réponses 11 juill. 2022
Autres résultats pour cs.stackexchange.com

Aperçu généré par IA +9

A "generalized chess game" refers to abstract adaptations of chess that can be played on an n × n grid or a custom board size. These variations often include 2n pieces per side and are primarily used in computational complexity theory to study game trees and artificial intelligence algorithms. Wikipedia +2

Computational Complexity

In computer science, generalized chess is historically significant because determining a winning strategy on an n × n board is **PSPACE-complete**. This means that as the board size grows, the computational resources required to solve the game increase exponentially. It serves as a benchmark for measuring general-purpose search algorithms in Artificial Intelligence. SciSpace +5

Common Structural Variations

Generalized chess often expands upon traditional rules by tweaking board geometry, piece counts, or mechanics. Some of the most notable include:

- **N × N Boards:** Scales the classic 8 × 8 board to a larger grid, requiring scaled piece quantities.
- **3D Chess:** Introduces multiple layers (e.g., three overlapping 4 × 4 boards) to add a vertical axis of movement.
- **Infinite Chess:** Played on an unbounded infinite grid, often altering piece valuations and endgame strategy.
- **Fischer Random (Chess960):** Rearranges the back-rank pieces symmetrically before the game to eliminate opening book memorization. Wikipedia +4

Automated General Game Playing (GGP)

Zillions of Games were pioneers in this approach. Wikipedia +1

Would you like to explore **algorithms used in General Game Playing**, or are you looking for **rule-sets to specific unconventional chess variants**?

General game playing - Wikipedia
General game playing (GGP) is the design of artificial intelligence…
Wikipedia

Game complexity - Wikipedia
Combinatorial game theory measures game complexity in several ways:…
Wikipedia

Chess variant - W
Types of variants known as Fischer R…
Wikipedia

Posez une question

Massachusetts Institute of Technology
https://people.csail.mit.edu › rrw › lec21-color

Lecture 21: Finish PSPACE, Randomized Complexity PDF

But **generalized versions of Chess**, Go, Hex,. Checkers, etc. (on n x n boards) can be shown to be PSPACE-hard. Question: Is Chess a PSPACE- ...
30 pages

SciSpace
https://scispace.com › pdf › computing-a-perfect...

Computing a Perfect Strategy for n x n Chess Requires Time ... PDF

We let generalized chess be any game of a **class of chess-type-games** with one king per side played on an nxn chessboard. The pieces of every game in the class.
16 pages

arXiv
https://arxiv.org › html

Disentangling generalization and memorization in large ... · Traduire cette page

19 mai 2026 — Therefore, **chess engages both memorization and generalization**: play on known, theoretical positions benefits from the ability to recall ...

BoardGameGeek
https://boardgamegeek.com › page

Has anyone created a generalized version of Chess? · Traduire cette page

26 déc. 2024 — In other words, let's say there are 10 different kinds of pieces A-J: Any particular **game** involves you and your opponent randomizing some subset ...

Dialnet
https://dialnet.unirioja.es › descarga › articulo

GENERALIZATION IN CHESS THINKING PDF

par M Ferro · 2015 · Cité par 2 — **Generalization** is a complex process based on information people acquired during previous experiences. In the field of **chess**, **chess** books, **chess** education and ...
15 pages

Chessprogramming wiki
https://www.chessprogramming.org › ...

General Game Playing · Traduire cette page

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